VIDEO GAME CARTRIDGE
FOR THE ATARI 5200™ SUPERSYSTEM

ATARI

Kangaroo

ANOTHER ARCADE
KNOCKOUT FROM ATARI!

Insert your SORRY! game cartridge so the label faces you and reads right-side up. Be sure the cartridge is firmly seated in the center slot of the console, but do not force it. Then press the POWER switch on. See your owner's manual for further details.

GAME OBJECTIVE

The object of KANGAROO is to score as many points as you can while helping Mother Kangaroo rescue her precious baby. Use your 5200 controller to guide Mother Kangaroo.

During this rescue mission, Mother Kangaroo encounters many obstacles. Push your joystick up to help her climb ladders, hop over, reach and punch apples, ring the bell, duck under objects and to punch that monkey on the head. Push your joystick down to duck under objects. Push your joystick left or right to help her move under apples. Then, help Mother Kangaroo take a Super Leap across a broken log. Press any red fire button to help her punch monkeys and apples. (See USING THE CONTROLLERS.)

Love Remaining — Score

Baby Kangaroo — Bonus Timer

Mother Kangaroo — Fruit - Apple

GAME PLAY

KANGATOO has two skill levels NOVICE and ADVANCED (see GAME SELECTION). Regardless of the skill level you select, game play is divided into four levels. Each level has four screens. A screen is completed when Mother Kangaroo reaches her baby. When all four screens are completed, you begin the more difficult level at the same four screens.

Screen 1

This is the easiest screen. To capture her caged baby, Mother Kangaroo must hop along tree branches and climb up baskets while avoiding monkeys and apples.

Screen 2

This is the most difficult screen because Mother Kangaroo must take Super Leaps across several broken logs to reach her baby.

Screen 3

Baby Kangaroo is on top of a column of monkeys in the center of the screen. Mother Kangaroo must punch out each monkey, one by one, or climb up ladders to a tree branch where she can jump onto the platform to save her baby.

Screen 4

Mother Kangaroo must lower up a path of baskets and logs while avoiding apple-throwing monkeys and also maintain several apple-throwing monkeys and also avoid apples and punch each monkey to maintain her score.

Mother Kangaroo earns extra points for gathering fruits that land on a log. She must punch three times in one screen to restore the fruit. As you progress through each game level, the speed of fruit on the tree increases.
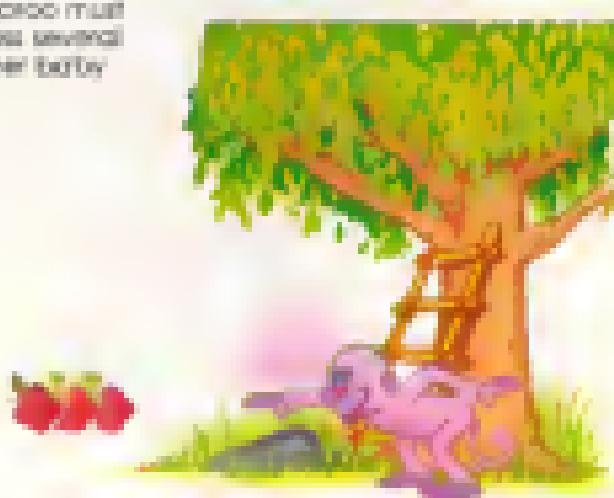
Kangaroo

USING THE 5200™ CONTROLLERS

Use one or two 5200 controllers with the ATARI game cartridge Plug one controller into port 1 for one-player games, plug a second controller into port 2 for two-player games.

GAME SELECTION

After you insert the KANGAROO cartridge and turn the console POWER on, a game of KANGA-ROO without sound will be automatically displayed. Use this oppor-tunity to see how the game is played

To select a game variation, press RESET and the game selection screen will appear.

Press the right ▶ key to choose a one-player or two-player game

Press the left ◀ key to choose a NOVICE or ADVANCED level

NOVICE is a good selection for beginners. There is one less monkey, and apples are not dropped from the top level. As game play progresses, apples are not thrown at Kangaroo.

ADVANCED offers the same chal-lenge and game features of the arcade version. There are three monkeys at the right side of the screen and apples dropping from the top of the tree
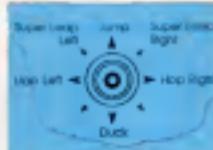
CONTROL KEYS

START

Press START to begin playing. If START is pressed before a game is selected, a one-player AD-VANCED game will automatically be selected When a game is being played, press START to play the same game again.

PAUSE

Press PAUSE to suspend the game in progress. All action freezes in-stantly Press PAUSE again to con-tinue game play Press PAUSE then START to restart the same game from the beginning.

RESET

During game play, press RESET, then RESET to return to the game selection screen.

SCORING

The score for player 1 is displayed at the upper left side of the screen the score for player 2 is displayed at the upper right side of the screen. The current player's score is white. The other player's score is red. The number of lives remaining is shown just to the left of the score For the Kangaroo, you lose a life.

Monkeys

Punch a monkey and score 100 points. However, if a monkey touches Mother Kangaroo, she falls from the tree, and you lose a life.

Apples

Monkeys drop and throw apples at Mother Kangaroo. Punch a dropped apple and score 200 points; punch a thrown apple and score 100 points. If an apple touches Kangaroo, you lose a life.

Fruit

This game begins with four strawberries, each worth 100 points. Mother Kangaroo increases her point scoring by grabbing and jumping the fruit When she jumps up to ring the bell, the fruit she has picked is replaced with more valuable fruit.

STRAWBERRIES		100 Points
TOMATOES		200 Points
CHERRIES		300 Points
PINEAPPLES		400 Points

Bonus Lives

One bonus life is earned at 10,000 points, 20,000 points, and for every successive 30,000 points

Bonus Time

The starting number at the top of Baby Kangaroo's cage is the Bonus Timer It starts at 2000 points at the beginning of each turn The longer T takes Mother Kangaroo to rescue her baby, the more bonus points you lose After Baby Kangaroo is rescued, the remaining bonus points are added to your score If the Bonus Timer runs down to zero, you lose a life

HELPFUL HINTS

● When a monkey moves toward you, ready to throw an apple, watch the direction of t's throw-ing arm. If it winds back under-hand, the apple will be thrown low Jump over it If it winds up overhand, the apple will be thrown high so jump over it If you progress to higher levels, apples will be thrown mid-level, so you can either punch them or jump over them

● Time your ladder climbing carefully so you can be out of the firing range of falling apples.

● Monkeys are usually the most dangerous when you are moving away from them To moving toward them so you can punch them before they can throw apples

● Time your jumps carefully Mother Kangaroo can leap from the edge of a branch or a log, but she must land flat on her feet When crouching for a Super Leap make Mother Kangaroo reach to the end of the log with her foes hanging over the edge. Then pull your joystick back and a moment's pause back and immediately push back and the joystick in the affected direction.

● For a high score, climb up and down every screen until all the fruit is picked

● To score high points on the third screen, punch out all the monkeys in the column, each monkey is worth 400 points